Te-Yu (Edison) Huang

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AWARDS	**2016 HackNTU**, Best Game Award	Aug 2016
	One of 13 teams among 160 international teams. Received an award of $1,600.	

Open Data Application Conference, Excellent Team Award — Jul 2016
One of 18 teams, Received an award of $1,600.

2015 MobileHeros Software Contest, Outstanding Work Award — Jul 2015
One of 24 teams among 170 international teams.

2015 Mobile Game Design Contest, Best Popularity Award, NTUST — Jan 2015

EDUCATION

New York University, Courant, New York, USA
M.S. in Computer Science. — Sep 2017 – May 2019

Nation Taiwan University of Science and Technology, Taipei, Taiwan
B.S. in Computer Science.
Cumulative GPA: 3.7 / 4 — Sep 2013 – Jun 2017

SCHOLARSHIPS   Academic Excellence Scholarship, NTUST — 2015 – 2016

EXPERIENCE

Winnoz, Taipei, Taiwan
Software Development Intern — Dec 2016 – Aug 2017
- Program Arduino to perform PCR and EC sensing workflow
- Company website management

COURSE HOMEWORK & PROJECTS

Compiler Design, NTUST — Spring 2016
- **A simplified compiler** for Lua to generate corresponding code in Java assembly language. It was built with tools Lex & Yacc in C & C++.

Introduction to Information Security, NTUST — Fall 2015
- Implementation of DES in 4 (ECB, CBC, OFB and CTR) Block Cipher Modes

Engineering Mathematics, NTUST — Spring 2015
- Building a Text Parsing Polynomial Optimization with Qt GUI in C++
Algorithms include Steep Descent, Golden Section Newton, Powell and Quais-Newton methods.

Data Communication & Networks, NYU — Fall 2017
- Defining actions and computing shortest paths with OpenFlow in Java
Floyd–Warshall algorithm is applied to calculate the shortest paths between all known hosts.

PROJECTS

Real-Time Table Management System — Jul 2016
A web application allows users to monitor and change the occupation status of the dining tables.
All changes will be applied to every logged in page automatically within a few milliseconds.

SKILLS   **TOEFL iBT 108/120** — Oct 2016